

IN THE CLAIMS:

Please amend Claims 4 and 7 and add Claims 14-17 as follows:

D1 --1. (Previously Amended) A method for determining access times of repeatedly broadcast objects in a broadcast channel using a unidirectional communication scheme in order to transmit the broadcast objects from a server side to a receiver side, characterized in that the broadcast object includes a header defining a repetition distance which is the distance between the completed transmission of the broadcast object and its next repetition, and a next reception point in time of said broadcast object is calculated from a current time value and said repetition distance.--

--2. (Original) The method according to claim 1, characterized in that said repetition distance (R) specifies how many objects (A, B, C) will be transmitted after a specific broadcast object until this specific broadcast object will be transmitted again.--

--3. (Original) The method according to claim 1, characterized in that said repetition distance (R) specifies how much data will be transmitted after a specific broadcast object until this specific broadcast object will be transmitted again.--

D2 --4. (Currently Amended) The method according to claim 1, characterized in that said repetition distance (R) specifies how ~~long~~ much time it ~~takes~~ will take after a specific broadcast object is broadcast until this specific broadcast object will be transmitted again.--

--5. (Previously Amended) The method according to claim 2, characterized by an upper bound which specifies a maximum value for the repetition distance (R).--

Cont
D2
--6. (Previously Amended) The method according to claim 2, characterized in that the repetition distance specifies an absolute value in the form of a repetition time.--

--7. (Currently Amended) The method according to claim 1, characterized in that on the server side a broadcast cycle generator (~~see Fig. 3~~) describes a broadcast cycle as a sequence of segments and a sequence of objects, the sequence of objects describing which objects belong to the broadcast cycle and how often each object is included in the broadcast cycle, and the sequence of segments describing the transmission order of segments of all objects.--

--8. (Original) The method according to claim 7, characterized in that a parameter specifying an allocated bitrate for the transmission of objects is added if the repetition distance is encoded as a time value.--

D3
--9. (Previously Amended) The method according to claim 7, characterized in that in a DAB system the broadcast cycle generator (9) receives object parameters from a server application block (10), calculates the repetition distance of each object and selects segments for the transmission.--

--10. (Previously Amended) The method according to claim 1, characterized in that a broadcast object decoder (21) retrieves an unique identifier of an object (Id) and the repetition

Cont
D3
distance and obtains the current time value from a time service (22), and an absolute value for a reception point in time is calculated from the repetition distance and the current time value and is stored together with the object (Id).--

--11. (Original) The method according to claim 10, characterized in that a data object requester (23) allows to request certain objects by an object identifier (Id) and allows to request the next reception point in time of an object.--

--12. (Original) The method according to claim 11, characterized in that the data object requester (23) can use the repetition distance as repetition time information for managing a cache.--

D4
--13. (Previously Amended) The method according to claim 1, characterized in that the method is used in a progress indicator.--

D5
--14. (New) A method for transmitting repeatedly broadcast objects from a server side to a receiver side in a broadcast channel using a unidirectional communication scheme, said method comprising the steps of:

attaching a header to a broadcast object, said header defining a repetition distance which is the distance between the point at which the transmission of the broadcast object will be completed and the broadcast object's next repetition; and

transmitting the broadcast object along with its header in the broadcast channel from the server side to the receiver side.--

--15. (New) The method according to claim 14, characterized in that said repetition distance (R) specifies how many objects (A, B, C) will be transmitted after a specific broadcast object until the specific broadcast object will be transmitted again.--

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DS

--16. (New) The method according to claim 14, characterized in that said repetition distance (R) specifies how much data will be transmitted after a specific broadcast object until the specific broadcast object will be transmitted again.--

--17. (New) The method according to claim 14, characterized in that said repetition distance (R) specifies how much time will elapse after a specific broadcast object is broadcast until this specific broadcast object will be transmitted again.--
